

WINTREATH'S



designed by Hydra
edited by taulover

ORENDI

issue XXI

*Summersend
Special!*



in this issue:

SUMMERSEND FOOD

WEREWOLF

UNDERHUSEN
REPORT

CULTURE REVIEW

Graphics courtesy of FREEPIK.COM



Ministry of Culture

Cultural insights that drive ideas and innovation

The Culture Review:

This is the eleventh installment of Culture Review, written by me, Wintreath's Jarl of Culture. No, not that other guy, me. I shall now attempt to write the Culture Review to continue the epic tradition. I'll be covering some of the cultural events in Wintreath from August to October.

Ministry Events: Jarls (Ministers) are appointed roles that serve to watch over specific areas of Wintreath. In late September, former Jarl **Gerrick** stepped down from his position as Jarl of Culture. **Ruguo** was appointed as the new Jarl of Culture. **Thanes** (Vice-Ministers) are elected to assist and represent specific areas. At the time of the August election, there were three open thane roles. **AJ BLarg** now fills the role of Thane of Gaming, and **Excalibur** fills Thane of Roleplay. Thane of Werewolf currently stands empty.

Wintreath's Finest is a monthly award that goes to the citizen of the month. Those who are nominated stand out as the most active, dedicated, and strongest contributors to the region, or have been a good influence overall. August 2019 saw **everyone who participated in our Summersend Festival** take the award, which marks the most people to ever receive the award at once. September's Wintreath's finest was awarded to **Gerrick** for his service as Jarl of Culture. Other nominees included German for being a good friend to many Wintreans, Kane for taking part in the most summersend activities, Katie, BraveSirRobin for getting a roleplay running on the forums and AJ Blarg for his work as Thane of Gaming.

Avatar Theme of the Month is the theme nominated by citizens at

By RUGUO
Jarl of Culture

the beginning of the month and then voted on. This theme is then incorporated into forum user's avatars for the remainder of the month.



August's theme was **Food** to compliment the Summersend Festival, beating out Chefs, Festivals, Random North, Random Parks, Simpsons, and South Park. In honor of the Area 51 raid, September's theme was **Aliens**, beating out Animals wearing Bread, Birth, Inbred Animals, and Labor Day. October's theme of the month was **Death**, narrowly beating the Undead, Fursona, aos si, Failed Taxidermy, and Clowns.

Werewolf also occurred during this period, but I shall direct you to **page 5** for a full report on the game.

Check out the next article for **Summersend Festival** happenings!

Wintreath: @Ruguo

Wintreath Nation: Ruguo

Graphics courtesy of VECTEEZY.COM

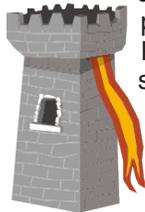
Another Spectacular Summersend!

By TAULOVER

Thane of Foreign Releases

This year marks the **fifth annual Summersend Festival**, and our celebration of the coming of winter is as strong as ever! Here's everything that went down in the festivities.

Before Summersend began, Thane Pengu held a vote for the theme of this year's festival. Initially, the two great Wintrean religions—the **Tomato** and the **Spud**—began battling it out for the top spot. However, as Year of the Tomato looked to be winning over Summer of Spud, **Emoticonius** pointed



out that his nomination, **Stay Cool: A Summersend Culinary Survival Guide**, could present a compromise that encompassed both Potatoes and Tomatoes. Consequently, this theme won, and Summersend 2019 was declared a food festival.

Mage Wars, which first made its debut in Summersend 2017, returned once more. Developed by Monarch **Wintermoot**, this game resembles a multiplayer Battleship, with players seeking to destroy other players' mage towers on the map grid, and with many exciting buffs, debuffs, and triggered events. This is a fairly long game, and is still ongoing.

I, **taulover**, hosted a game of

culinary-themed Avalon, in which the players were to cook potato-based dishes for the Church of the Holy Spud. However, the dangerous secret Tomatoeists, consisting of **Marzipan**, **Hydra**, and **BraveSirRobin**, were seeking to sabotage these missions... and they ultimately succeeded, as they were able to fail the first three missions.

Kane lives hosted a wonderful game of **20 Questions**. The answer was **Pineapple**, ultimately guessed by **North!**

A second game was then hosted by **Marzipan**, but nobody was able to get the answer before the end of the festival.

Crushita and **Doc** won the **Royal Summersend Couple contest**. As the Potato Pope and Tomato



Pope, the two made a perfect match.

Jarl **Gerrick** began a **One Sentence Story**: each contributor can only add one sentence at a time. The tale devolved into a wonderful little vignette about a Potato and a Tomato and their bizarre holy adventures.

Monarch **Wintremoot** also began building a **Wintreath Skyscraper**,

with Wintreans adding their own floors as they built the tower. The building quickly became a pun chain based on the Rosetta Stone, as well as many other funny spins on previous floors (for instance, floor 59, by Gerrick, was "Legless Legolas' Legos, Eggos, and Lassos for Lads and Lasses").

Gerrick, Marzipan, and myself

(taulover) shared food that we had cooked and/or eaten! A tasty selection are reproduced in the following article; definitely check them out!

Wintreath: @taulover

Wintreath Nation: Alcubierre

Graphics courtesy of VECTEEZY.COM

Wintreans Share Food That They Made, Or Ate!

ASIAN DESSERTS

By TAULOVER

Thane of Foreign Releases

I think I shall start by sharing some great (East/Southeast) Asian desserts that I've had over the past half year or so. (How healthy, starting with the desserts. :P)



Taiyaki Soft Serve, SomiSomi



Shaved Ice, Meet Fresh



Cream Puff, Bibble & Sip



Grass Jelly & Ice Cream, SweetHoney



Rolled Ice Cream, Juicy Spot



Bacon Wrapped Jalapeño Popper Chicken with Spanish Rice



HOMEMADE FOODS

By MARZIPAN

Speaker pro tempore of the Underhusen

Oh boy, I wish I had pictures of all of my experiments recently, but these should suffice. Ping or PM me for a recipe (be sure I give it to you ASAP otherwise you're fated to end up like AJ, who's been waiting 84 years for a cookie recipe).



Peanut Chicken
with Jasmine Rice and Roasted Broccoli



Challah



Pad Thai

PIZZA RECIPE

By GERRICK
Former Jarl of Culture

So I'm not as good as taking pictures of food as you guys are, but I did cook some homemade pizza the other night using a pizza dough recipe that my (Italian) mom uses for her pizzas. It's not the same kind of pizza that most people are used to – it's a little more dense – but I've come to love it, and now I've finally cooked it myself!

Dough

- Mix the following in a large plastic container until dissolved:
 - 1 tablespoon yeast
 - 1 tablespoon salt
 - 3.5 cups warm water
- Add 6.5 cups flour and mix with a fork until all incorporated. Don't overmix (no need to knead).
- Cover container with lid or plastic wrap and put in refrigerator until risen (few hours).

Sauce

- In a medium saucepan over low heat, warm a tablespoon or so of olive oil.
- Add 2 or 3 cloves of minced garlic and cook, stirring, for about a minute.
- Increase the heat to medium. Add 2 pounds of diced fresh San Marzano (or similar) tomatoes, 1 teaspoon honey, and salt and black pepper (to taste). (For a slightly lighter taste, save a few tomatoes for later.)
- Leave over medium heat, stirring occasionally, until boiling. Reduce heat to low for a nice simmer.
- Simmer uncovered for 90 minutes.
- Stir in 1 tablespoon fresh oregano, a few leaves fresh basil, and 1 dried clove (use much less if using dried/ground spices, to taste). (These are the spices my mom uses for her red sauce, but feel free to mix it up.)
- Allow the sauce to cool to a safe temperature and then, working in batches with a blender, blend until smooth. (If a few tomatoes have been saved, add them to the blender.)

Pizza

- Heat oven to 450°F.

- Spread a couple tablespoons of olive oil across pizza pan/cookie sheet.
- Add enough pizza dough to pan that it can be spread across about half an inch thick. (Don't worry too much about making it too thin, uniform, or pretty.)
- Spread pizza sauce around dough, leaving up to an inch border.
- Add other toppings.
- Place pizza in oven for about 20 minutes. (The timing all depends on the pizza thickness, toppings, pan size, etc., so make sure to keep an eye on it and alter the time accordingly.)
- Repeat for the remaining pizza dough. (You could get two or three pizzas out of it, depending on your pizza thickness and pan size.)
- EAT THAT SHIT UP.



Toppings: fresh sliced mozzarella, fresh basil leaves, and deli-cut pepperoni. We started eating the first before I got a chance to take a pic. :P And the second one we ended up putting back in the oven for a little longer.

*Wintreath: @taulover, @Marzipan, @Gerrick
Wintreath Nations: Alcubierre, New Montith,
& Geramundo*

AN INTERVIEW WITH RUGUO, HOST OF WEREWOLF XIX

By NORTH

Skrifa of the Underhusen

On October 8th Wintreath hosted our 19th game of Werewolf, **Werewolf XIX: Just Another Husk In The Masses** with a Mass Effect theme! Werewolf is a forum game based off the popular social deduction game Mafia. In it a group of players, Wolves, attempts to kill off the other players, Townies, during night phases, where power roles and Wolves may use secret powers, and day phases where all players may vote for one of their number to be eliminated from the game. All Wolves know who each other are while the Townies only know their own roles which may have special powers attached to them. Wolves must kill off the Townies until they outnumber them while Townies must kill off all Wolves to win the game. With that short and hopefully helpful recap out of the way let's run down the players in this game!

The host of this game was our very own newly minted **Jarl Of Culture Ruguo, AKA Silverfishy Zel!** This was their first time running a game of Werewolf but not their first experience with the game having previously taken part in Werewolf XVIII: Wintreath's Got Talent! The players for this game were North, DekuNut, our Illustrious Monarch Wintermoot, Jarl Of Regional Affairs Doc, Kane Lives, our former Jarl Of Culture Gerrick, ShadowX4Life, Thane Of Foreign Releases taulover, Hydra, Werewolf veteran Pengu, Melehan and Thane Of WA Affairs BraveSirRobin, all Citizens of Wintreath as well as El Fiji Grande, a visitor from TNP, Marzipan, Citizen of Wintreath as well as Prime Minister of Thalassia and German, another Citizen of Wintreath with a government role in Thalassia.

We had the chance to sit down with Ruguo for a short interview. Here is what they had to say about the game.

This is the first game of Werewolf you have run. How did you feel when you took up the job and what made you want to run a game?

I was excited when I first took up the job. I had been playing Werewolf on a few different forums since I was introduced to Werewolf in Pengu's game, Werewolf XVIII. During this, I constantly wondered how it looked from the other side, where you know exactly who has what role and can watch how people think as they try to win.

What made you pick a Mass Effect theme for the game?

I like Mass Effect, and I felt I knew enough about the characters to write them decent roles. There was also a strong positive response when suggested in the planning thread, which seemed to indicate people would enjoy it.

Did you do anything to put a spin on the game or anything new for this game?

There were a few people whose games I played in that I took inspiration from to create this game. I borrowed ideas such as voting formats and a few rules, such as no role reveals. One of the major twists of my game was that there was no designated role list, which made it a challenge for the players to accurately judge who was who.

What were your expectations for this game, what sort of experience were you hoping for?

I had exactly zero expectations going in. Having quickly realized I was a bit out of my depth again, I was really just hoping not to crash and burn before the game ended. In fact, I royally messed up the action order of the first night and was forced to roll with it after. I got it smoothed out by the third night, but it was still bumpy. Overall, I had been hoping for a game for me to learn from and one that would be relaxed enough to allow newer players to enjoy the game as well. I think I ended up with a bit more than bargained for, but it was still worth it.

How do you think the game turned out? Was it as you expected?

The game turned out about as well as I expected. I had hoped the wolf team would have been a bit more active, but I was impressed with how well newcomer German played as scum. When the game started, I had expected one of the neutral roles to steal the win, but they were all eliminated fairly quickly due to a strong town presence in the first two nights.

What advice, if any, would you give for people considering running a game of werewolf themselves?

Setting up multiple fail safes in case you mess something up is a huge advantage. I messed up so many little things, but thankfully had prepared for almost all of them. Writing down every night action to cross check effects also helps so much. Don't be afraid to make up new roles, as it is easier to manipulate something new than something already set in stone. And definitely consult with other hosts before jumping in head first. These guys have little tricks of their own that they are usually happy to share.

The game came to a thrilling conclusion on September 27th after several tense and nerve racking nights. So as not to spoil the events of the game we shall not be recounting the events here. To check out the course of events yourself visit our Werewolf forum to see what went down. Thank you for reading and I hope you all have a nice day!

Wintreath: @North

Wintreath Nation: North Gralend

Graphics courtesy of KARLIKA (DEVIANTART)

PENGU REVIEWS: TOMBA/TOMBI (PLAYSTATION 1)

By PENGU
Citizen

Man, do I love those odd side scrollers. It's strange because nowadays, I look at today's side scroller attempts and have such a difficult time getting into them. Sure, there's the good ones such as Chasm, Bloodstained, but there's just something missing that I enjoy. Many of them that I've attempted feel more like attempted love-letter clones of popular games...with just a dash of originality to set them apart, but just not enough to get my attention for incredibly long.

I remember back in the day being enamored with games like Castlevania, especially the GBA and DS titles. There was just always something about being confined to that dimension as a difficulty that just made it that much more entertaining to endure. Sure, running around the world freely in Skyrim is always a blast, and even semi confined in games like Dragon Quest XI is equally entertaining.

But those games that challenged the line between linear and open were also entertaining. I remember all of those headaches of getting through those difficult parts of Castlevania...only to get super excited every time I encountered a room with a fast travel point, or letting out a huge sigh of relief encountering a save-room since it also meant an HP/MP fill.

The ones that really got my attention over the years in between those sidescrollers were the 2.5D games... the ones that really played the perspective game without going full 3D or full 2D. Super Paper Mario, despite the flack it got for its change in the formula (before it got really bad with Sticker Star and beyond), was one of my favorite games simply because its core mechanic was playing with perspective. Now you had the ability to see the flat worlds in a more 3D popping way, even if many elements and characters retained their flat 2D style.

But one game I absolutely enjoyed in its simple perspective changes was Tomba.

I remember playing a demo of this on the same disk that I played the demo of Gex 2, and my thoughts were almost identical for differing reasons. It was an absolutely absurd, yet incredibly intriguing demo. You controlled a little tarzan-like character with pink hair, and your main enemy was pigs.

I mean...it was just so damn kooky that I had to play more. So I ended up renting it at the local video store (when they were still around), and I played the first game and just fell in love with it. The demo had absolutely nothing on this game's kookiness, its sheer absurdity in everything. But as odd as the game is, it's also incredibly



Dwarf Forest (cursed).

endearing. It's a game I hold very closely because it's just so damn charming that I can't help but love it every time I play it.

So the premise of this game is actually rather simple: You're a pink haired jungle boy named Tomba. You're just out hunting and having a good old time one day, when you hear a ruckus nearby. You look to see several pig creatures (and yes, they look like pigs walking on 2 legs) harassing someone. You go to break up the commotion and save the person, and for the most part are successful as you knock a few of the pig people around. But just as you're about to get a shot in with your Blackjack (literally a spikeball on a rope?), one of the pigs that you knocked into a tree falls on you, knocking you out. The pigs seize the opportunity and steal your grandfather's bracelet off your arm and make a quick getaway. Now, you have to find the pigs that stole your bracelet, and save a land cursed by their foul magic in the process.

Now, I know what you're probably thinking. You probably read through that and were like "come again?" a couple of times. And yes, the story doesn't stop there, oh no. If you thought the idea of stopping evil pigs was weird, you haven't heard the most of it. During your travels, you'll visit roughly 7 different cursed areas as well as just an overall odd one that isn't cursed persay, but it does make you wonder why it even exists in a normal non-cursed setting:

- The Village of Beginnings: Starting area, not cursed, the most normal of the areas you encounter.
- Dwarf Forest: The first cursed area you visit. The Evil Pig overseeing this area cursed it by making the trees...odd to say the least.
- The Mushroom Forest: The area after Dwarf Forest. In this forest, there are mushrooms that make you laugh uncontrollably, and ones that make you cry uncontrollably (and the flowers in it laugh/cry with you).



Mushroom Forest.

Not cursed...but it's damn odd nonetheless.

- Phoenix Mountain: The next cursed area you visit. This mountain is cursed with constant storms/wind.
- Lava Caves: The next cursed area you visit. This area is cursed with...it being unbearably hot with flames, compared to usual.
- Baccus Village: The fourth cursed area you visit. This is a town where all of its inhabitants have been transformed into mice.
- The Haunted Mansion: The fifth cursed area you visit. Despite not having any actual ghosts to justify it being "haunted," this mansion is cursed to be covered by a dark and thunderous sky to make it look like it'd be haunted.
- Masakari Jungle: The sixth cursed area you visit. I'm not entirely sure what the curse of this area was supposed to be exactly, but apparently having hostile native creatures is considered a curse. There is also a town within known as the Village of Civilization.
- Trick Village: The seventh cursed area you visit. This village was cursed by being literally flooded with water. In all honesty, probably the only actual curse out of all of them, though being turned to mice wouldn't be great either.

So of course, you learn that 7 evil pigs are cursing the areas, and the only way to stop them is by gathering what are known as Evil Pig Bags. Evil Pig bags can be found in their respective cursed areas (IE the Deep Jungle pig bag can be found in the Deep Jungle), but the evil pigs themselves hide elsewhere...and can only be revealed once you've gotten that pig's bag.

Staying with me so far? Good. Let's move onto the gameplay.

Alright, so being a sidescroller, it's fairly basic. You have a weapon that you can whack enemies with (you start off with the Blackjack, but will eventually pick up different weapons). Now the weapons are fun and all, but they're mainly meant to stun. The real meat of the game is all about jumping on your enemies. But we're not talking Mario style where you'll stomp on a Goomba good...no, in



"Bosses? Your main goal is to tackle them and throw them in a fucking bag!"

Tomba when you jump on an enemy, you're basically tackling them to the ground. You then can jump and throw them left or right, gathering both points toward your AP (I'll get to that later) as well as a meter on the bottom of your screen (I'll also get to that later). You'll be jumping around A LOT. Tomba is all about jumping onto anything, and everything. Enemies, chests, platforms, branches to swing on, ropes, you'll just be jumping quite a bit.

Bosses? Your main goal is to tackle them and throw them in a fucking bag!

That's not to say there's not more to do. In Tomba, while you're going off on the main quest...you'll also be doing a lot of side stuff. Saving puppies, saving crying children, chasing and consistently biting a dwarf to learn his language (Yes, it's actually a thing, you actually learn how to speak fluent Dwarf by chasing and biting a dwarf 4 times), the sidequests are all over the place. There's a fair number of them ranging from easy (take a crying child back to town) to hair pullingly difficult (getting a super low time in a racing type of game)... but almost none of them are important to further the plot (although saving the dog is exceptionally important to make



Perspective: If Tomba were to walk to that rock on the left edge of the screen, he can latch onto it, climb to the top, and boom! He's on the other part of the area.

traveling far easier).

Tomba is also not a huge investment in the slightest. Doing most of the sidequests, I clocked in about 6-7 hours for beginning to end play. If you're just flying through, it'll take much less time unless you're not used to the style.

Speaking of that, a fun little tweak in gameplay is the perspective. As I mentioned, Tomba is basically a side-scrolling game with some notable exceptions. When you go into certain towns like Dwarf Village, it becomes more of a top-downish type of view so you have a bit freer movement. The most notable exception, however, is just certain parts of the world that let you hop up and down a screen (not loading screen).

Now, this is absolutely nothing groundbreaking especially nowadays as 2.5D games have played with this possibly leaps further (going back to Super Paper Mario, for example). But this was still a really neat way to make a side scrolling game more interesting.

So as you've already seen, the graphics aren't anything to really scream home about. But that's really not the draw of the game.

The game takes pride in being bright and colorful, and is almost the definition of whimsical. It's a silly game, and it takes absolute pride in being silly. I mean, this is a game where the antagonist is 7 evil pigs...the creators knew that nobody would take it seriously.

But that's also to say that it's not a complete parody in the same vein as games such as King's Quest where there's a lot of "HA HA REAL SOCIAL COMMENTARY JOKES!" thrown in to make the game a sort of edgy title. No, even if the story and world is absolutely silly to look at, in a way it still keeps the story serious. The people still talk as if they're living in that world and not as if they somehow have meta knowledge of anything that exists out of that world. The world itself and its inhabitants are still fleshed out enough to where you feel for them.

At the same time though, it's not in the same level say, Final Fantasy 7 or other games with unique worlds



See? I was serious when I said actual pigs on two legs.

where you can see the characters develop throughout. It's a world in peril, but you'll find yourself chuckling at character dialogue instead of feeling bad for a lot of them. There's a village completely flooded by water, and the only inhabitant is a cranky old sage that cares more about his fish and having you find math beads than actually wanting to really help you. As I mentioned, there's all of these absurd cursed areas, but a forest of mushrooms that make you laugh/cry and flowers that laugh/cry with you is completely normal. Your way of learning an actual language is chasing down a dwarf and just biting him 4 times...and suddenly you're an expert. Your main source of fast travel is bells, feathers, and a flying dog.

It just balances itself with its absurd nature and its serious one. You're trying to save this cursed land, but at many points you're wondering what exactly you're saving it from, since even uncursed it's still odd.

That being said, the game does also have moments where the graphic style takes more of a cartoon CG look, and I do appreciate it.

And no game is complete without its soundtrack. Tomba/Tombi's soundtrack is again nothing special, but like the rest of the game...it's still charming in its own way. Following the main style, the soundtrack goes in different flavors of whimsical, going fully in bits such as the Mushroom Forest...but overall it wasn't a game that hit the "big epic musical scores" like certain games...but the soundtrack was still fun to listen to.

Overall, it's a great game. It's probably considered a bit dated nowadays, but it's still a highly recommended title. If you're worried about having to put time aside for another game...fear not! As mentioned, without doing any sidequesting this game only requires a few hours of your time. With all sidequests, that's when you might hit the 9-10 hour mark, or less if you're lucky with some of the quests (such as the buggy/racer one). But I'd definitely suggest picking this one up and giving it a shot.

Wintreath: @Pengu

Wintreath Nation: Penguin Dictators

Images courtesy of FANDOM.COM



"The graphics aren't anything to really scream home about. But that's really not the draw of the game."

WILL THE NEW UNDERHUSEN BURN IT DOWN?

By WINTERMOOT
Monarch of Wintreath

The latest elections to the Underhusen, Wintreath's lower legislative chamber, sent shockwaves through the community, left the Underhusen Old Guard reeling, and set up a potential battle in the next term for the soul of the Underhusen itself.

The first shock came before the first vote was even cast, when Katie, a seven-term incumbent who had served diligently as the Underhusen's Officer of information through her entire tenure, declined to seek re-election, citing of-fline commitments and a desire to focus on her position as Thane of Diplomatic Officers. Several other incumbents also declined to run for re-election for similar reasons, leaving AJ Blarg, German, North, Chanku, Marzipan, and Doc to fight for the five open seats.

The biggest shock was left for when the dust settled, when it was announced that not only had Doc, the leader of the

"Burn It Down" movement, been elected, but that Chanku, perhaps the most stalwart defender of the institution of the Underhusen, had been defeated by a decent margin. With the loss of long-time members Chanku and Katie, and the addition of Doc and two completely new members, the Underhusen has undergone its most radical change in nearly two years.

What will such change lead to? Given that AJ, North, and Marzipan have expressed support for the current institution of the Underhusen, it's unlikely that it will be "burned down." However, the new Underhusen may be more open to reforms or changes than it would have been had Chanku won re-election instead of Doc. Doc's victory will also raise questions about public support for the Underhusen, given that a separate initiative he launched that would have asked voters whether the Underhusen was a useful institution to them only narrowly failed to get on the ballot.

Ultimately, in the greatest traditions of the Underhusen, it may be a time of change, or it may simply be an inactive term. Which it will be? Hard to say. We won't know until the term's under way!



SUPPLEMENTAL: MEET THE CANDIDATES

AJ Blarg ran coming off his third and arguably most successful term in the Underhusen, having competently served as Speaker in the outgoing term. He ran on a campaign of a more active Underhusen, but otherwise expressed confidence in the Underhusen as an institution and support for the Underhusen as is.

German ran for the Underhusen for the first time as a relative newcomer to the region, but not to governance, citing experience in the government of Pacifica/Thalassia. He ran on a plan to bring the community closer together by supporting regional culture, particularly by sharing music with each other through a Discord 'record exchange.'

North ran as a voice of experience, having previously served 11 terms in the Underhusen since his first in 2015, including his first stint as Speaker just several terms ago. In his campaign, he stated that he was running to make sure the Underhusen had a mix of experienced and new faces. He also voiced his support for the UH in its current form.

Chanku ran as the voice of experience in the Underhusen, having served a record 16 terms in the Underhusen, including 12 as Speaker or Speaker Pro Tempore, and having ran in every Underhusen election since the Fundamental Laws, the regional Constitution, was adopted in December 2013. In her campaign, she announced plans to introduce judicial reform, fix errors in the Underhusen procedural rules, and educate others on regional law.

Marzipan ran a campaign listing her experience as Prime Minister of Pacifica/Thalassia, activity in the regional community, support for the current UH system, and being a nerd as reasons not to vote for her, though this author suspects that this was reverse psychology and they're meant to be reasons to vote for her.

Doc, the leader of the "Burn It Down" movement, announced his campaign platform to be WOA: Wintreath Open Assembly Heckling, which would involve stymieing the work of the Underhusen from within under the justification that the Underhusen already has minimal to no effectiveness. He also called out Chanku for "shooting down", "ignoring", or "completely denying the merits" of previous legislation he has proposed in the past.

SUPPLEMENTAL: WHAT IS BURN IT DOWN?

Burn It Down is an informal movement that seeks to do away with or radically change the structure of the Underhusen. While the name was only coined by Doc this spring (with Doc referencing the idea of burning down the Underhusen for nearly a year prior), the sentiment behind Burn It Down lingers from the 2015 Second Constitutional Convention, when the resulting proposal to radically reform the Underhusen into an open assembly narrowly failed to pass after several members stated that they felt they hadn't been included in the discussions or informed about the proposal as much as they should have been.

Supporters of Burn It Down claim that the current Underhusen is chronically inactive, ineffective, and useless; and should be done away with or radically changed. However, recent polls by Laurentus showed that while a large minority of Wintreans agreed with this sentiment, they were split on whether to transform the Underhusen into an open assembly or to dissolve the Underhusen entirely and give its powers to the Monarch or the Overhusen, the Monarch-appointed upper branch of the Storting.

Recent events suggest that more people may support the sentiment behind Burn It Down, but given this division and the fact that the Underhusen has its share of defenders, it's unclear at this time what changes this support could lead to.

Wintreath: @Wintermoot

Wintreath Nation: Wintermoot

Graphics courtesy of VECTEEZY.COM

There's a Snake in My Boot!

An outbreak of snakes at the Arnocen Academy baffles Wintreath!

By GABRIEL S. PENGUON
Editor-in-Chief, *The Posh Penguin*

It's a particularly cold night. Scholars are walking the halls lost in feverish thought with books in hand. Soldiers are on the constant alert even though there has been no activity within the academy for as long as people could remember. Everything as usual seems quiet and almost dull here at the centerpoint for some of Wintreath's most advanced technological leaps forward.

But then, there's a scream. Nearby scholars are stunned since this is something new to them in these halls (at most there've been mutters and gasps of disagreement in arguments). Soldiers appear seemingly out of nowhere as they make their way to the hall where the source of the scream came from.

As they arrive, they're met with the sight of dozens of what look to be Ikarin Vipers swarming the room, with normally composed and civil scholars standing on tables fearing for their lives.



The Ikarin Viper: Notice the lack of bubbles on this snake and the deadly intent in its eyes.



The Iranik Viper: notice the water bubbles on the snake.

The soldiers, normally on the watch for human enemies, are unsure of what to do when confronted with all of these swarming snakes, with some soldiers turning tail and running.

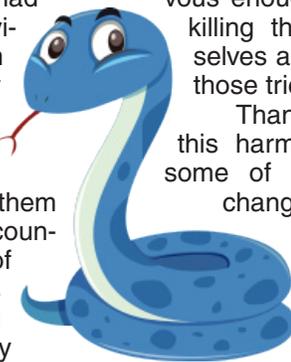
But throughout all of the screaming and panicking, nobody had stopped to notice the obvious: what was in the room wasn't the super deadly Ikarin Vipers that rarely ever attacked in groups (and there was no sign that someone had dropped them there). No, what they encountered was a large group of the completely harmless Iranik Viper whom found their way into the academy via a pipe (which I'm told was now made snake free).

"I feel completely silly, I should have realized right away that they were Iranik Vipers," states renown snake "expert" Marzi De Panne.

Unlike Ikarin Vipers, Iranik vipers are known for having little bubbles all around their bodies. The snakes that were found around the academy today had those same little bubbles.

To be fair, I have heard of people being attacked by Ikarin Vipers that make themselves look like their cousins before," states local snake wrangler Sorey Boit. It should be mentioned that Ikarin Vipers are known to be mischievous enough trick their victims before killing them, with disguising themselves as their cousins being one of those tricks.

Thankfully nobody was hurt in this harmless snake prank (though some of the scholars did have to change their pants), and some of the Iranik Vipers even found a new home that night... though some also did find a short lived life.



You can learn more about these delightful and/or deadly creatures on "Oh, the creatures you'll find in Wintreath...", a thread in our Roleplayers' Gathering forums.

Wintreath: @Pengu

Wintreath Nation: Penguin Dictators
Graphics courtesy of VECTEEZY.COM
